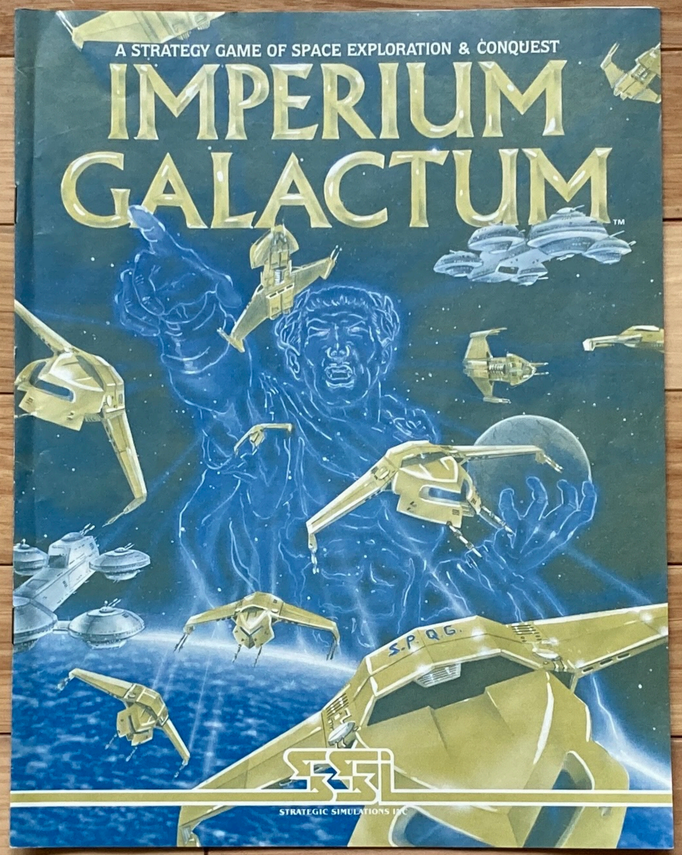

APPLE
IMPERIUM GALACTUM™
FRONT SIDE Scenario Disk
BACK SIDE Game Disk
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STRATEGIC SIMULATIONS INC/CUSTOMER RESPONSE CARD

1. What game is this card from? _____

2. What computer was used to play this game? _____

3. Please rate the following aspects of the game (9 = excellent, 1 = poor):
   Playability 9 8 7 6 5 4 3 2 1
   Realism 9 8 7 6 5 4 3 2 1
   Excitement 9 8 7 6 5 4 3 2 1

4. Was this game fun to play? ☐ Yes ☐ No

5. Have you ever played a board wargame before? ☐ Yes ☐ No

6. Please comment on this game. Include games you would like to see in the future.

7. How many other SSI games do you own? _____

8. Where did you learn about this game?
   1) ☐ friend
   2) ☐ retail store
   3) ☐ SSI catalog
   4) ☐ magazine ad
   5) ☐ magazine review
   6) ☐ other _____
   If magazine ad, which magazine? _____

9. Where did you purchase this game?
   1) ☐ computer store
   2) ☐ software store
   3) ☐ toy/hobby store
   4) ☐ bookstore
   5) ☐ department store
   6) ☐ SSI direct
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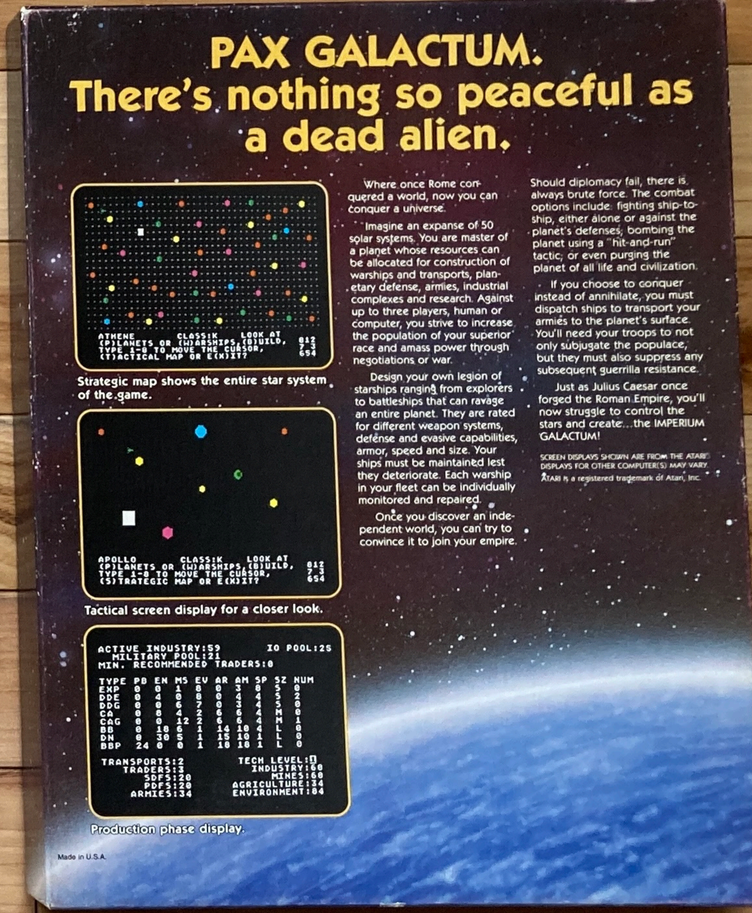
   8) ☐ other _____

10. Please write your name and address below if you wish to be placed on our mailing list:


PAX GALACTUM.
There's nothing so peaceful as a dead alien.
Strategic map shows the entire star system of the game.
Tactical screen display for a closer look.
Production phase display.
Where once Rome conquered a world, now you can conquer a universe.
Imagine an expanse of 50 solar systems. You are master of a planet whose resources can be allocated for construction of warships and transports, planetary defense, armies, industrial complexes and research. Against up to three players, human or computer, you strive to increase the population of your superior race and amass power through negotiations or war.
Design your own legion of starships ranging from explorers to battleships that can ravage an entire planet. They are rated for different weapon systems, defense and evasive capabilities, armor, speed and size. Your ships must be maintained lest they deteriorate. Each warship in your fleet can be individually monitored and repaired.
Once you discover an independent world, you can try to convince it to join your empire. Should diplomacy fail, there is always brute force. The combat options include fighting ship-to-ship, either alone or against the planet's defenses, bombing the planet using a "hit-and-run" tactic, or even purging the planet of all life and civilization.
If you choose to conquer instead of annihilate, you must dispatch ships to transport your armies to the planet's surface. You'll need your troops to not only subjugate the populace, but they must also suppress any subsequent guerrilla resistance.
Just as Julius Caesar once forged the Roman Empire, you'll now struggle to control the stars and create...the IMPERIUM GALACTUM!
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APPLE®

FRONT SIDE:
Scenario Disk

IMPERIUM GALACTUM™

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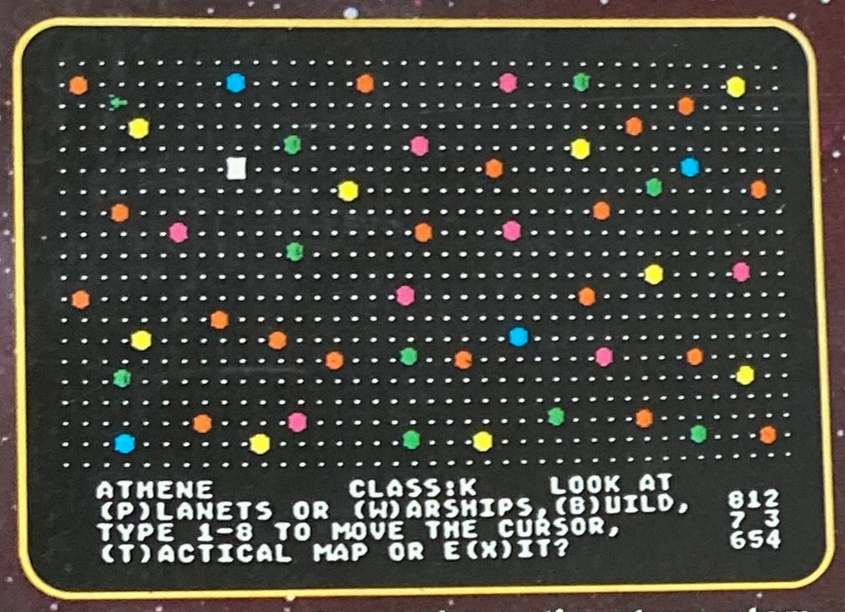
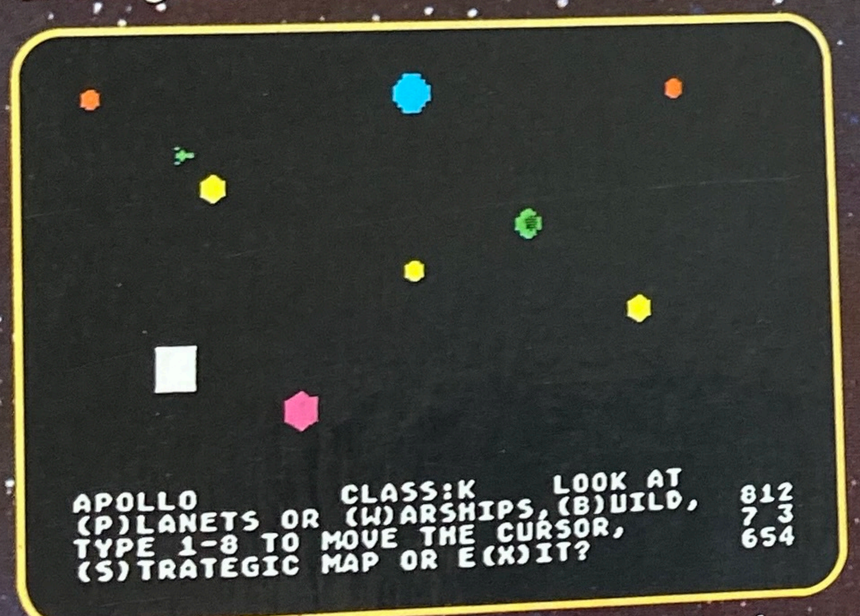
BACK SIDE:
Game Disk

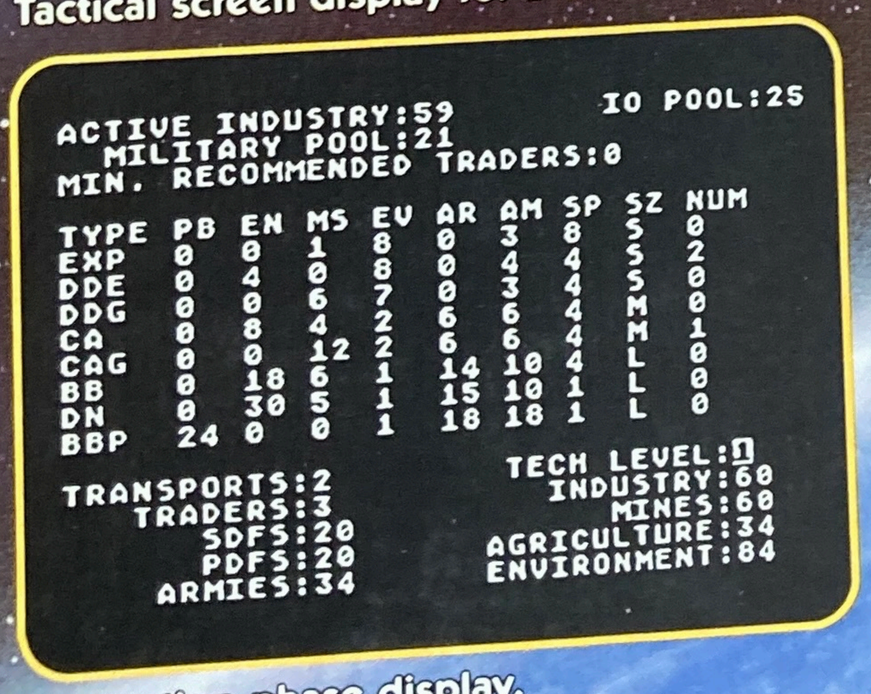
PAX GALACTUM.
There's nothing so peaceful as a dead alien.



Strategic map shows the entire star system of the game.



Tactical screen display for a closer look.


ACTIVE INDUSTRY:59 IO POOL:25
MILITARY POOL:21
MIN. RECOMMENDED TRADERS:0
TYPE PB EN MS EV AR AM SP SZ NUM
EXP 0 0 1 8 0 3 8 S 0
DDE 0 4 0 8 0 4 4 S 2
DDG 0 0 6 7 0 3 4 S 0
CA 0 8 4 2 6 6 4 M 0
CAG 0 0 12 2 6 6 4 M 1
BB 0 18 6 1 14 10 4 L 0
DN 0 30 5 1 15 10 1 L 0
BBP 24 0 0 1 18 18 1 L 0
TRANSPORTS:2 TECH LEVEL:1
TRADERS:3 INDUSTRY:60
SDFS:20 MINES:60
PDFS:20 AGRICULTURE:34
ARMIES:34 ENVIRONMENT:84

Production phase display.

Made in U.S.A.

Where once Rome conquered a world, now you can conquer a universe.

Imagine an expanse of 50 solar systems. You are master of a planet whose resources can be allocated for construction of warships and transports, planetary defense, armies, industrial complexes and research. Against up to three players, human or computer, you strive to increase the population of your superior race and amass power through negotiations or war.

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A STRATEGY GAME OF SPACE EXPLORATION & CONQUEST

IMPERIUM GALACTUM™

S.P.Q.G.

SSG

STRATEGIC SIMULATIONS INC

48K APPLE®

For the Apple® II with Applesoft ROM card, II Plus, IIe, & IIc

PLANET #1 above. (Please note that the words "world" and "planet" are used interchangeably. However, the game generally prefers to speak of "independent worlds" and "friendly planets" or "enemy planets". If the planet is owned by the viewing player, is an independent world, or is an enemy occupied planet with a friendly task force occupying the same system, the computer displays complete information (as in PLANET #2 above).

If the planet is an independent world and is allied to a player, the allied player will be displayed directly below the owning player. If the planet is a conquered world with guerilla resistance, the original owner is directly below the current owner.

If the planet is an independent world, the negotiation status of the viewing player is displayed (that is whether the player is currently negotiating with the planet). Next to the negotiation status is the diplomatic stance of the planet toward the viewing player. The diplomatic stance determines the likelihood of the planet accepting a trade agreement with the viewing player, or, if currently allied with the viewing player the chance of breaking the agreement (throwing the player off the planet).

During the Control Adjustment Phase and the Production Phase there is an entry, the Working Population Points (WPP). This is the amount of POP needed to run all the AG, the MINES as determined by Mine Control (MIN CNTRL), and the IND on the planet. Also, during the Control Adjustment Phase and the Production Phase, the IO Pool is displayed. This is NOT the Mil Pool for that planet, but is the player's total IO Pool.

5.0 THE GAME PHASES

Imperium Galactum is played in game turns. Each game turn consists of commerce followed by two moves. (Please note that the sequence of player-computer interaction in a turn is outlined in SECTION 12.0 SEQUENCE OF PLAY IN A TURN.)

A. The Trade Phase
B. The Control Adjustment Phase
C. The Production Phase
D. The Negotiation Phase
E. The Post Negotiation Combat Phase
F. The First Movement Phase
G. The First Combat Phase
H. The Second Movement Phase
I. The Second Combat Phase

6.0 THE TRADE PHASE

During the trade phase, the computer acts to create food, ore and IOs and trades them. At this time, task forces on commerce raid or embargo missions attempt to destroy traders coming or going from the star they're patrolling. After all IOs have been produced, mines and ships depreciate, and ships on repair are restored to 100% EFF and set to the owning player's tech level. Finally, population increases and guerillas attack factories.

6.1 TRADING

The computer handles all trading. First the computer creates food points. Each AG makes four food points and requires one half a population point to use. Any AG in excess of the available work force is destroyed before it has created any food. This is done for each of the player's planets and allied planets. The computer then finds any friendly planets which have population in excess of the available food and any planets which have food in excess of the population requirements. Food is moved via trader between the two planets, one food point per trader. Traders do not move to or from any star system occupied by an enemy task force (that is a task force on a garrison, patrol, repair, or move mission). Traders moving to or from a system where an enemy task force is on commerce raid or embargo missions may be destroyed. Friendly task forces on patrol missions in systems where traders have been lost may intercept the enemy missions. Trader captains may refuse to go to any system where other traders have been lost. (Trader decisions, based on the current situation and random factors, are, of course, calculated and executed by the computer.)

After all food has been traded, any planet with population in excess of the new food supply loses the excess population.

Now the computer creates ore in each mine for which there are sufficient workers. Each mine produces one ore point and requires one half of a population point which has not already worked to create food. Surplus ore is shipped to factories in need of ore, in the same manner as food was. Only traders which have not been used yet may transport ore.

Finally, the computer creates IOs from factories that have a sufficient work force available. Each industry producese three IOs and two Mil IOs and requires one and one half population points (not used in mining ore or creating food) to operate.

6.2 EXAMPLE OF PLANET ECONOMICS

Let us take as an example a player who has three planets: his home world (#1), and two colonies (#2, #3):

```
#1: ENVT:96 RSRC:68 AG:46 MIN:63 IND:70 POP:184
#2: ENVT:55 RSRC:60 AG:05 MIN:31 IND:24 POP:54
#3: ENVT:85 RSRC:11 AG:20 MIN:06 IND:06 POP:19
```

The player has 40 traders.

The first thing the computer does is create food. On #1, there is a 46 AG, so 23 POP (46AG × ½POP/AG) are required to create the food. Planet #1 has 184 POP, easily enough for the job. The AG creates 184 food points (46AG × 4/AG) which is just enough to feed the population of 184 POP. There is no surplus food, and the population does not require any additional food. On planet #2, there is 5 AG, so 2½ POP (5AG × ½ POP/AG) are required for the job. Since there is enough population to perform the job, 20 food points (5AG × 4/AG) are produced. This feeds only 20 of the population, so the remaining 34 POP still need food. On planet #3, there is a 20 AG requiring 10 POP (20AG × ½POP/AG) which the planet has. The 20 AG creates 80 food points (20AG × 4/AG) which leaves a food surplus of 61 food points (19 POP requiring only 19 of the 80 food points). Since planet #2 needs 34 food points, traders attempt to transport the food, one point at a time, between planet #2 and planet #3. This requires 34 traders. If a trader were to be intercepted by commerce raiders at either of the systems containing planets #2 and #3, no food points would be lost; but another trader would be sent until all needed food was moved or the traders refused to attempt the mission. Now all planets have sufficient food for their populations, so none starve. The remaining excess food on planet #3 is lost.

The computer now works the player's mines. Planet #1 has 63 mines requiring 31½ POP. There is 161 POP available to work (184 − 23 used for AG), so the 63 mines produce 63 ore points. Since seventy Industry require 70 ore points, seven are still needed for the IND. On planet #2 thirty-one mines require 15½ workers. There are 51½ POP points available (54 POP − 2½required for AG). So the mines produce the 31 ore points. By a not so strange coincidence, they have 7 extra ore, which is what is needed on the home world. (The player knows what he is doing). Planet #3 has 6 mines requiring 3 POP. With 9 POP left available the planet produces 6 ore points which is exactly what it needs for its industry. The computer now attempts to move 7 ore from planet #2 to planet #1 but only has 6 available (40 traders − 34 to move food = 6). Therefore the computer would, if not intercepted, move 6 ore points to planet #1 (maybe the player isn't so smart after all).

Finally, the computer builds IOs. At planet #1, the player has 70 IND, 69 ore points and 129½ POP. The ore can only supply 69 IND, so using 103½ workers, planet #1 will have an Active Industry of 69. The lost industry is not destroyed, but simply waits until the next turn when there may be more ore. On planet #2, there were 24 IND, 25 ore points and 36 available workers. The extra ore is lost, and the 24 IND has the 36 POP it requires. Therefore planet #2 has 24 Active IND. Planet #3 has 6 ore points, 6 IND and 6 available workers. Though it has enough ore for its industry the six workers may only operate 4 IND, since each IND requires 1½ POP. So planet #3 has 4 Active IND.

At the end of the Trade Phase, planet #1 has a MIL Pool of 138 (69 × 2), planet #2 a MIL Pool of 48 (24 × 2), and planet #3 a MIL Pool of 8 (4 ×2). The player's IO Pool has 69 × 3 + 24 × 3 + 4 × 3 = 291 more IOs than at the start of the Trade Phase.

6.3 DEPRECIATION

After the computer finishes trading, it goes through each planet and depreciates the mines on the world. Depreciation is done by getting a random number between 1 and the resources (RSRC) of the planet. If the random number is less than the number of mines on the planet, a mine is destroyed. This process is repeated until the depreciation roll fails. Thus the higher the RSRC of a planet, the more mines it takes to cause a high depreciation.

Ships also depreciate. Ships not on a repair mission automatically lose four from their efficiency (EFF) in each Trade Phase.

6.4 OTHER TRADE PHASE OPERATIONS

At the end of the Trade Phase, all ships on repair missions are restored to 100% EFF and set to the owning player's current tech.

Guerillas destroy a certain number of IND and mines based on the number of guerillas.

Population for each planet increases by 25% but does not exceed the population control (POP CNTRL) setting. (See 7.0 THE CONTROL ADJUSTMENT PHASE.)

7.0 THE CONTROL ADJUSTMENT PHASE

During this phase, you have the ability to adjust the population and the mining controls on friendly planets and the negotiation status on independent worlds. You also can break off trade agreements with allied independent worlds.

7.1 THE MAP MENU

At the start of the phase, the strategic map is displayed with the cursor over your home system. At the bottom of the map, you will find the star system's name and type and the question 'LOOK AT THE (P)LANETS IN THIS SYSTEM, TYPE 1-8 TO MOVE THE CURSOR, (T)ACTICAL MAP OR (Q)UIT?'. To look at the planets in the system or adjust their controls, type 'P'. To move the cursor, type the numbers one through eight as explained in Section 4 USING THE MAP. To use the tactical map, type 'T'. When you have completed the Control Adjustment Phase, type 'Q'; and you will move on to the Production Phase.

7.2 ADJUSTING PLANET CONTROLS

The Population Control you assign sets the maximum population of the planet. The population needs to be fed or it starves, and it increases 25% a turn. The population does not automatically fall off to the population control; it simply does not exceed that level. Its purpose is to insure that surplus food is possible. To adjust the population control, type 'P'. When you are asked what value you want the control set to, respond with a number within the given limits and press <CR>.

The Mining Control figure you assign assures that mines which have been lost through depreciation in each turn will be replaced. At the end of the Control Adjustment Phase, the computer automatically buys mines on each planet where the number of mines is less than the mining control. Of course this only is possible if you have sufficient IOs to pay for all the rebuilt mines. Mining Controls are adjusted in the same manner as Population Controls, except that an 'M' is typed.

Negotiation Status Control determines whether or not you are negotiating with an independent world. To make a trade agreement with an independent world (ally to it), type 'N'; and the status will be set to YES. If you do not wish an agreement with the planet, type 'N' again; and the status will be set to NO. You might choose to do this just prior to invading an independent world since you may not attack an independent world with which you are allied.

For the same reason you may want to break a trade agreement with an allied independent. To do so, type 'B'. This will not only break the current trade agreement, but will set the negotiation status to NO.

To adjust a planet's controls, move the cursor over any system you have explored and press 'P'. If you have visited the system (See Section 4.3), the planet display will now be on the screen. Below the planet display is the question 'ADJUST CONTROLS FOR WHICH PLANET (1,2,OR E(X)IT)?'. Press the number of the planet for which you wish to adjust the controls or an 'X' if you do not wish to (or are unable to) give orders to any of the planets. The bottom of the screen will now show the question 'ADJUST (P)OP CNTROL, (M)INING CONTROL, (N)EGOTIATION STATUS, (B)REAK AGREEMENT OR E(X)IT?'. Only if the planet is an independent world allied with you will the break agreement option be given. Only if the world is independent will the Negotiation Status option be offered. Players may not adjust the Population or Mining Controls of independent worlds.

8.0 THE PRODUCTION PHASE

During the production phase, you may construct ships, defense bases and armies, develop planets, and spend IOs on research. At the start of the phase, the map is displayed. The cursor is situated where it was at the conclusion of the Control Adjustment Phase. At the bottom of the map, you are asked to 'LOOK AT (P)LANETS OR (W)ARSHIPS, (B)UILD, TYPE 1-8 TO MOVE THE CURSOR, (T)ACTICAL MAP OR (Q)UIT?'. To build on a friendly or allied independent world, move the cursor over the system (using the keys 1-8) and type 'B'. To see the task forces currently in the system, type 'W'. When you have finished the Production Phase type, 'Q'; and you will proceed to the next player's Control Adjustment Phase.

8.1 THE SHIP DISPLAY

If you press 'W', the screen clears and prints the ship display. The name of the player owning the ships is at the top. Below the name is a list of the ship classes and the number and average effectiveness of all the player's ships of each class. Below the ship classes, the number of transports in the system is displayed. Finally, all the task forces in the system are. Task forces are numbered from one to thirty-two.

At the bottom of the ship display, the computer now asks 'LOOK AT (T)ASK FORCE, (R)ETURN TO THE MAP, LOOK AT (P)LANETS OR (W)ARSHIPS, (B)UILD OR (Q)UIT PRODUCTION?'. This offers the additional option of seeing the individual task force.

8.2 THE TASK FORCE DISPLAY

If you have pressed 'T' to look at an individual task force, the computer asks 'WHICH TASK FORCE (1-32)?'. Respond with the number of the task force you wish to see. The screen will show the Task Force Display for that task force.

The number of the task force being examined is at the top. Below this, the computer prints the task force's current position (if moving, this is the star from which the task force left), the task force's destination, the number of movement phases before it arrives at the destination (ETA), and the mission the task force is currently performing. In a column on the right are the number of transports in the task force, the number of armies, and the population being carried. Finally, the display shows each ship in the task force. Each ship has an ID, type (or class), efficiency, and tech level. If there are more ships in the task force than are displayed on the screen (i.e. the screen is full), type 'M'; and more of the task force's ships will be shown. If for any reason you wish to destroy any ships in the task force, type an 'S'; and you may scuttle the ship by typing in its ID number and a <CR>. When you finish looking at the task force, type 'X'; and the main menu will return.

8.3 PRODUCTION

If you type 'B' (Build) from the main menu, you will be asked 'WHAT PLANET NUMBER (1,2, OR X)?'. Respond as you did during the Control Adjustment Phase with the number of the planet or an 'X' to exit. If you own that planet or are allied to it, you may build on it.

When you build on a planet, the screen shows the Active Industry on the planet, your IO Pool, the planet's Mil IO Pool, and the minimum recommended traders. The minimum recommended traders is calculated by the computer for all your planets. Next, each of your ship classes is shown: the class name (type), the class characteristics and the total number of that ship class that you own. Below this are two columns. The first column contains items which require Mil IOs to purchase, and the second column consists of items requiring only IOs to purchase. The transports and traders show the total number of each that you own. Tech shows your current technological level. All other items show the amount of the item on the planet.

The cursor appears over the number of ships of your first class. To purchase any of these ships, type the total number you want to own followed by a <CR>. If you don't wish to purchase any new ships, type <CR>; and the cursor will move to the next class. If you type a number, the number must be at least as large as the current value. Once something has been ordered to be constructed it is constructed, so make sure you want it before you buy it. To buy any item requiring Mil IOs, you must have both the number of IOs and the number of Mil IOs required for purchase of that item. In addition, the planet's Active Industry must equal or exceed the Minimum Active Industry requirement for the item. Thus, for example, to buy three medium ships, the planet must have 24 Active Industry, and must be able to spend 36 IOs and 36 Mil IOs.

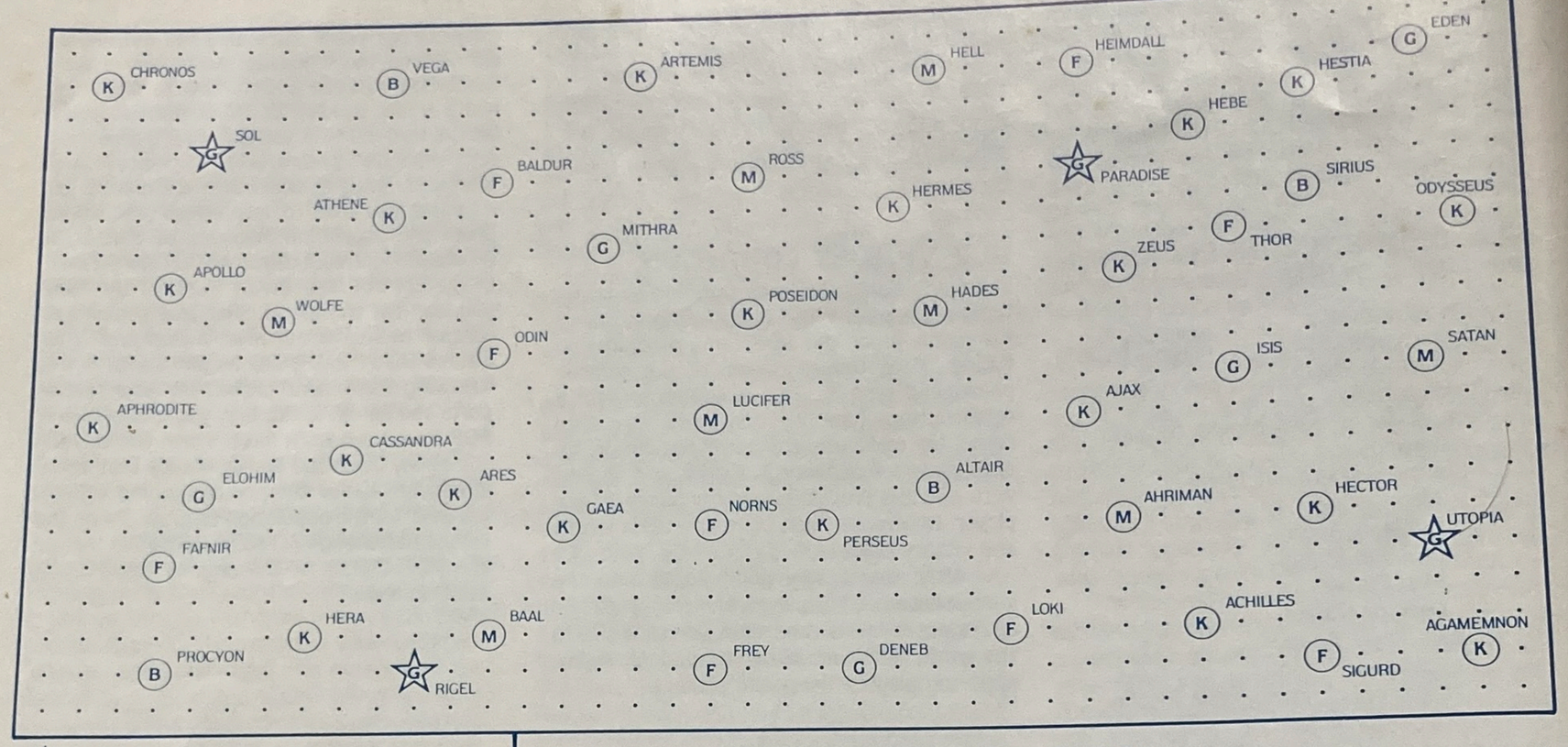
As you continue to type in numbers (or <CR> if you don't want or can't afford an item), the cursor moves from item to item. If the value of an item is already at its maximum, then the cursor skips over the item. Armies may not be built on captured worlds still containing guerillas.

8.3.1 IO Cost Table

ITEM	IO COST	MIL IO COST	MINIMUM ACTV IND	MAX VALUE
Small Ship	5	5	10	Total number of
Medium Ship	12	12	24	warships may not
Large Ship	35	35	70	exceed 255
Transport	5	5	10	255 per task force
Trader	2	2	4	No limit
SDF	3	3	6	30
PDF	3	3	6	30
Army	1	1	2	255
Tech Level	350	0	0	7
Industry	8	0	0	100
Mine	5	0	0	RSRC
Agriculture	2	0	0	ENVT-50
Environment	10	0	0	100, can't be built until Tech = 4

8.3.2 Designing Ships

There are two other options available when the



☆ = capital system

PLAYER SYMBOLS

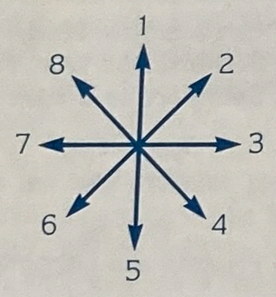
PLAYER #1 Task Force

PLAYER #2 Task Force

PLAYER #3 Task Force

PLAYER #4 Task Force

CURSOR MOVEMENT CONTROLS



ECONOMIC NOTES

- ☐ Each AG makes 4 FOOD and needs ½ POP
- ☐ Each MINE makes 1 ORE and needs ½ POP
- ☐ Each IND makes 3 IOs and 2 Mil IOs and needs 1 ORE and 1½ POP

STRATEGIC SIMULATIONS INC

IO COST TABLE

ITEM	IO COST	MIL IO COST	MINIMUM ACTIVE IND	MAX VALUE
Small Ship	5	5	10	Total number of warships may not exceed 255
Medium Ship	12	12	24	
Large Ship	35	35	70	
Transport	5	5	10	255 per task force
Trader	2	2	4	No limit
SDF	3	3	6	30
PDF	3	3	6	30
Army	1	1	2	255
Tech Level	350	0	0	7
Industry	8	0	0	100
Mine	5	0	0	RSRC
Agriculture	2	0	0	ENVT-50
Environment	10	0	0	100; can't be built until Tech = 4

SHIP DESIGN TABLE

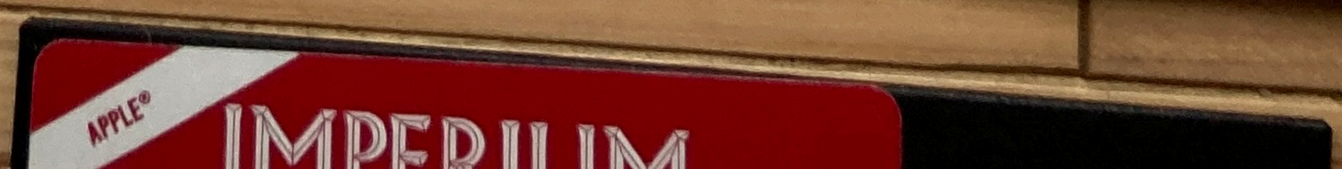
	SMALL SHIP	MEDIUM SHIP	LARGE SHIP
DESIGN PTS.	16	32	64
PB	1	1	1
EN	1	1	1
MS	1	1	1
EV*	1	2	4
AR	1	1	1
AM	1	1	1
SPD	1	2	4

* Minimum EV (which is free) is 4, 2, and 1 EV for small, medium, and large ships, respectively.

MISSION ASSIGNMENT

MISSION	CODE
GARRISON	G
REPAIR*	R
PATROL	P
COMMERCE RAID	C
EMBARGO	E
MOVE	M
WITHDRAW	W

* May only be given during first movement in system with friendly or allied independent industrial world



A STRATEGIC GAME OF SPACE EXPLORATION & CONQUEST

IMPERIUM GALACTUM

SSI

STRATEGIC SIMULATIONS INC.

- Spend industrial output on warships, transports, traders, armies, industry, environment, agriculture, mines, research, and system & planetary defenses.
- Trade agreements can be made with independent worlds and other players.
- Optional random set-up provides variation in stars and home systems.
- Watch out for guerrilla warfare and surprise attacks!

48K APPLE®

For the Apple II with Applesoft ROM card II Plus, IIe & IIc

IMPERIUM GALACTUM

S.P.Q.G.

48K APPLE®

For the Apple® II with Applesoft ROM card, II Plus, IIe, & IIIe

IMPERIUM GALACTUM

SSI

IMPERIUM GALACTUM

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Imagine an expanse of 50 solar systems. You are master of a planet whose resources can be allocated for construction of warships and tanks to conquer human or your subordinates. Agents of deception, industrial espionage, and assassination are all available to you, but use them wisely. Your opponents will be doing the same.

Tactical screen display for a closer look.

Strategic map shows the entire star system or the game.

Active Empires Report

Should diplomacy fail, there are always hostile forces. Fighting ships include fighters, bombers, and battleships. Ground forces include infantry, armor, and artillery. Planetary defenses, such as missile batteries and shields, can be purchased to protect your planet or destroy those of your opponents.

If you choose to conquer by annihilation, you must defeat all life and civilization on every planet in the galaxy. Only then will you be declared the victor.

Just as Julius Caesar once said, "I came, I saw, I conquered," you'll have the chance to relive the glory of the Roman Empire as you struggle to control the galaxy and create... the MARIAM GALACTUM!

Requires one Atari 800 computer with 16K memory and one disk drive. Requires a joystick controller.

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Printed in U.S.A.

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IMPERIUM GALACTUM™

author of SSI's THE WARD FACTOR

PLAYING TIME: 20+ HOURS

Box Cover Design by LOUIS HSU SAROON

was designed and

IMPERIUM GALACTUM

PAX GALACTUM.
There's nothing so peaceful as a dead alien.

Tactical screen display for a closer look.

Galactic map shows the entire star system.

Production phase display.

Quite you discover an inde-pendent world, you can try to convince it to join your empire.

Just as Julius Caesar once conquered the Roman Empire, you'll learn the people to control the GALACTUM!

...the IMPERIUM

PAX GALACTUM

Design 8 classes of ships that can be any of 3 sizes. Rate the ships for armor, speed, energy weapons, evasion, missile systems, and planetary bombardment.

50 star systems for you to explore and conquer.

For up to four players, either human or computer controlled.

IMPERIUM GALACTUM

A STRATEGY GAME OF SPACE EXPLORATION & CONQUEST
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